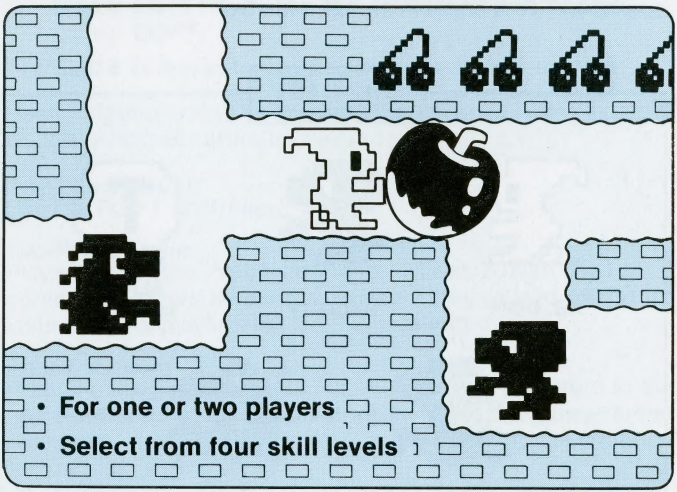
COLECOVISION™

Guide No. 11051

CARTRIDGE INSTRUCTIONS

Mr. Do!™

by UNIVERSAL



Your challenge is to eliminate all enemies or to harvest all cherries before the enemies eliminate you.

Plays like the MR. DO!™ arcade game!

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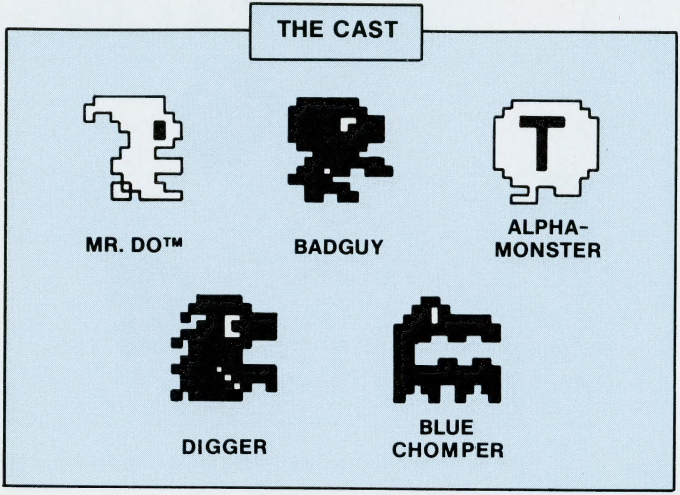
GAME DESCRIPTION

Guide Mr. Do™ as he tries to harvest his orchard before the evil Badguys can catch him. Quick! Mow a path to the cherries and start picking! But watch out — here comes a Badguy! Throw your Power Ball to squelch him. But more are on the way, so run until your Power Ball comes back.

You're not completely defenseless, though. You can push apples on top of the Badguys to quash their pursuit. Now dash to the center of the screen and capture the treat. Even though the Badguys freeze for a few moments, three Blue Chompers and an Alphamonster enter the scene. But don't let them near Mr. Do™. Eliminate all five Alphamonsters to spell E-X-T-R-A and win an extra Mr. Do™!



GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION™ CONSOLE IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

Choose your Challenge.

Press the Reset Button and the Title Screen for MR. DO!™ appears on your TV. Wait for the Game Option Screen to appear. It contains a list of game options, numbered 1-8.

Skill 1 is the easiest, suitable for play by beginners.

Skill 2 action is faster, but not as demanding as the arcade version of the game.

Skill 3 plays much like the arcade version of MR. DO!™

Skill 4 is more challenging than the arcade version.

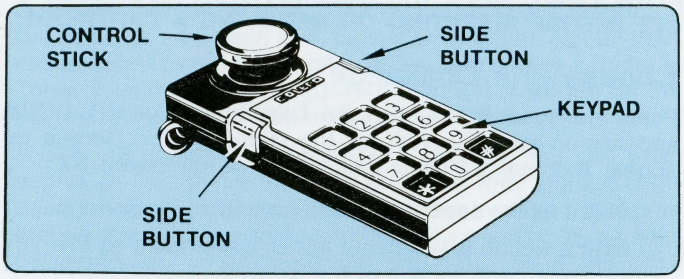
Select a game option by pressing the corresponding number button on either controller keypad.

One-Player Game
Use the Port 1 controller.

Two-Player Game
Player 1 uses the Port 1 controller; Player 2 uses the Port 2 controller. Players take turns. Player 1 begins and each turn lasts until the player's Mr. Do™ is eliminated.

PAUSE Feature
Press * during a game to pause. Press * again to return to the game at the point where you stopped. After the game screen reappears, there is a brief delay for you to size up the situation before play begins again.

USING YOUR CONTROLS



1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before playing MR.DO!™. Press * after a game to replay your Game Option. Press # after a game to return to the Game Option screen to make a different choice.
2. **Control Stick:** Push the Control Stick up, down, left or right to move Mr. Do™ in that direction.
3. **Side Buttons:** Press either Side Button to make Mr. Do™ throw his Power Ball. Mr. Do™ must **face** an opponent to eliminate it successfully this way.

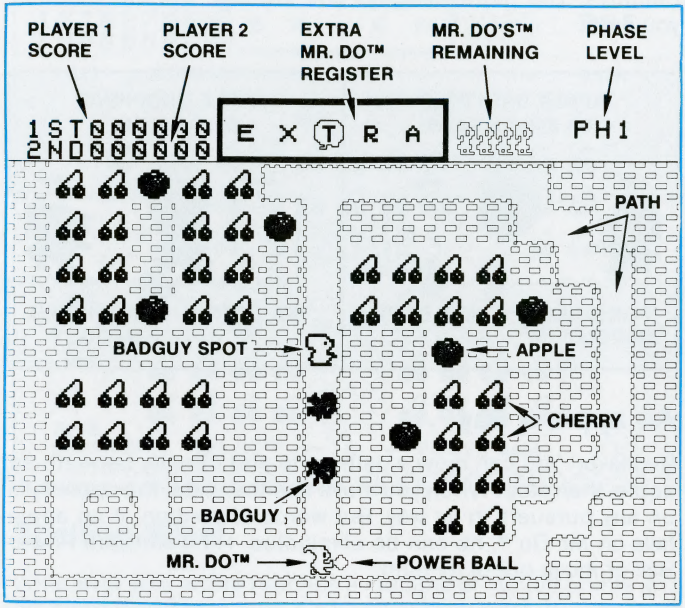
HERE'S HOW TO PLAY

Harvest time!

Mr. Do™ begins at the bottom center of the screen, ready to harvest his cherry orchard. Use the Control Stick to move him toward a row of ripe-red cherries. Mr. Do™ mows as he goes! But watch out: the mowed paths leave him open to trouble.

Here come the Badguys.

Soon after game start, evil Badguys begin to appear at the Badguy spot, then set out hunting for Mr. Do™. They can't mow, but they can follow Mr. Do's™ open paths. Don't let them get too close! If a Badguy contacts Mr. Do™, Mr. Do™ is eliminated.

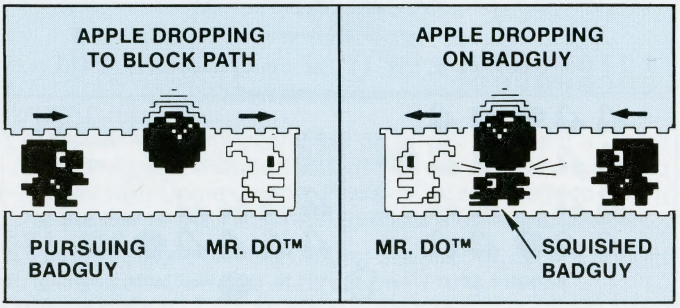


Mr. Do™ fights back.

If a Badguy gets too close for comfort, Mr. Do™ can fight back by throwing his Power Ball. Use the Control Stick to turn Mr. Do™ toward his opponent. Then press either Side Button to fire the Power Ball. Kapow! The Badguy is eliminated and you earn points. But be careful. Mr. Do™ must get his Power Ball back before he can throw it again. Sometimes it returns quickly, but sometimes it takes its sweet time.

How do you like them apples?

Mr. Do™ can bonk a Badguy — even more than one — with an apple. Mow a path up toward either side of an apple, but not directly beneath it. Then cut across under the apple and move on for a bit. The apple falls into your path and blocks the pursuers. Now turn around and push the apple on top of the Badguys. The more Badguys you squash, the more points you earn!



An apple a day . . .

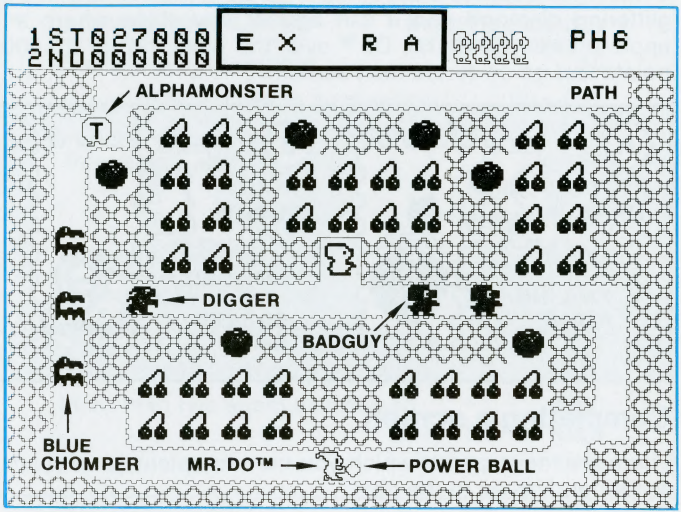
Be clever! You can mow a path up to and directly beneath an apple, then stop. When you move to either side, the apple falls on any pursuers in its way. But words of caution: if an apple falls on Mr. Do™, he can be eliminated. Hit it with the Power Ball or move out of its path.

They can dig it.

Badguys are not all that defenseless. They can transform into Diggers if they want to get at Mr. Do™ in a hurry. Watch for the change. Then keep an eye on the Digger as he digs through the grass. If he gets too close, hit him with the Power Ball or an apple. But you're only safe for the moment!

A treat that's neat.

After all the Badguys have left the Badguy spot, a special treat appears there. Sneak over to the treat and have a feast. You earn bonus points. And your pursuers are stunned for a few seconds. Now's your chance to get one with your Power Ball!



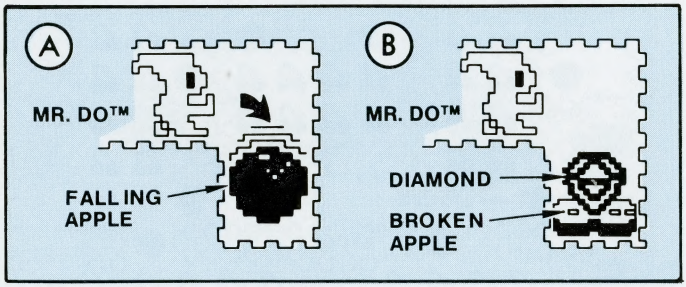
Spelling Wins!

Whenever your score reaches a multiple of 10,000 points and an Alphamonster is over a white letter in the Extra Mr. Do™ Register, the Alphamonster slips out and moves through the paths. Hit it with a Power Ball or bonk it with an apple to earn the letter on its chest. Each time you capture a treat and the Alphamonster is over a white letter in the Extra Mr. Do™ Register, three Blue Chompers and the Alphamonster enter the orchard. But be careful! If any of them touches Mr. Do™, Mr. Do™ is eliminated.

Hit a Blue Chomper with a Power Ball or bonk it with an apple to eliminate it. But hit the Alphamonster first and all three Blue Chompers plus the Alphamonster are eliminated! When you spell E-X-T-R-A, you win an extra Mr. Do™!

Diamonds are Mr. Do's™ best friend.

Sometimes a special treasure springs up in the orchard. It's a glittering diamond and it can appear any place where an apple breaks. Guide Mr. Do™ over the diamond for 10,000 points and go on to the next screen!



Completing a screen.

There are four ways in which you can complete an orchard screen and go on to the next:

1. Pick all cherries in the orchard.
2. Eliminate all Badguys and Diggers on the screen.
3. Eliminate all Alphamonsters to spell E-X-T-R-A.
4. Capture the diamond.

Completing any one of these four takes you to a new orchard and a chance to earn more points.

Starting Over.

The adventure ends when all your Mr. Do's have been eliminated. Press * to replay your game option. Press # to go back to the Game Option Screen to make another game choice.

The Reset Button on the console "clears" game memory. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

ACTION COMPLETED	POINTS EARNED
Each cherry harvested	50
Group of 8 cherries in succession	50 each, plus 500 bonus
Treat eaten	500 (plus 500 X Phase number)
Diamond captured	10,000
Enemy hit by Power Ball	500
One enemy crushed by an apple	1000
Two enemies crushed by an apple	2000
More than two enemies crushed	2000 (plus 2000 for each enemy over two)

Hit an Alphamonster with the Power Ball for 500 points. Bonk an Alphamonster with an apple for 1000 points. If the Alphamonster is eliminated while Blue Chompers are on the screen, they are eliminated also and you get 500 points for each. Bonk a Blue Chomper with an apple and you get 1000 points.

Each player begins with five Mr. Do's™ in Skill 1 games and three Mr. Do's™ in all games played at other skills. A player earns an extra Mr. Do™ for each spelling of E-X-T-R-A.

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you need to start playing MR. DO™, but it is only the beginning! You will find that this cartridge is full of special features to make MR. DO™ exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

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If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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